LEAPSTER L-MAX
LEARNING GAME SYSTEM

Check out the ever growing LEAPSTER L-MAX Learning Game System Library!

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Coming Fall 2005!

For more information visit www.LeapsterWorld.com!

Some titles may not be available in all markets.

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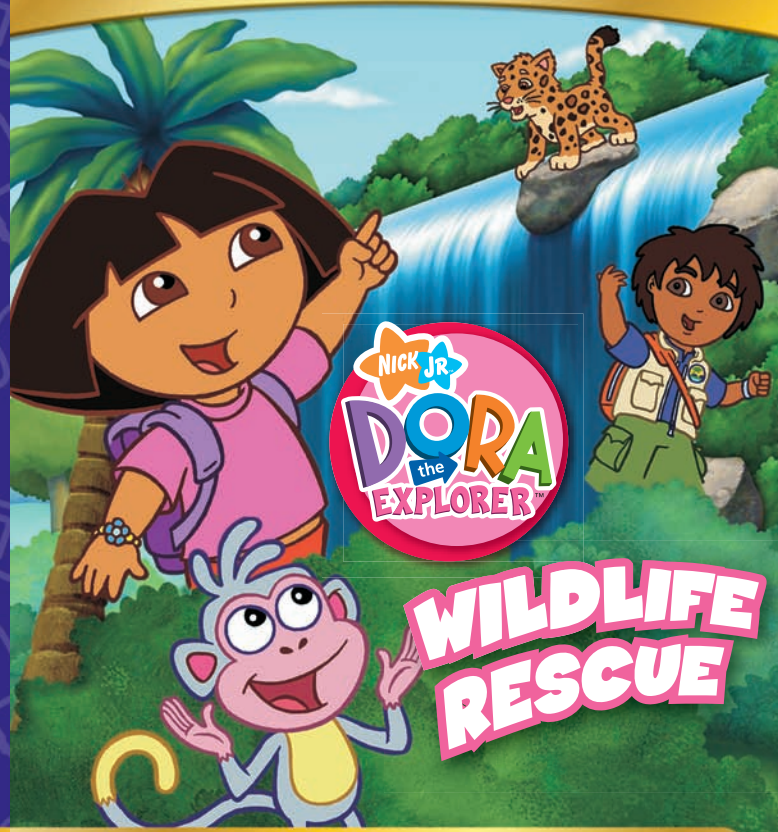


Parent Guide

www.leapfrog.com

This guide contains important information. Please keep it for future reference.

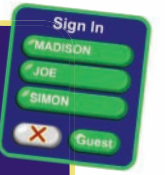
WILDLIFE RESCUE

You can join Dora, Boots and Diego on an amazing wildlife rescue adventure! Play five learning games then plug into the TV to play three animal adventure paths!

1 Getting Started:

Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

2 Sign In:



1. Follow the on-screen instructions to sign in.

2. The LEAPSTER L-MAX™ handheld will store the game information of up to 3 players. To remove a player, touch the "x" button on the screen.

3 Many Ways to Play:

Dora the Explorer: Wildlife Rescue has 5 exciting learning games that can be played on the go or on the TV—and when you plug the LEAPSTER L-MAX handheld into the TV, you can unlock even more learning fun with 3 animal adventure paths! When plugged into the TV, choose one of the icons to play a game or go on an animal adventure.

Touch a game icon with the stylus to start any game. Players can also use the directional arrows to scroll through and highlight games, then press the "A" button to start the game. To skip the intro movie, touch the screen with the stylus or press the "A" button.

To turn off the background music, touch the the music note. Select "music on" or "music off" and OK to confirm.

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

NICK JR DORA the EXPLORER

¡Vámonos!

Read and color along with Dora!

Super Coloring Book

Book and CD

FUN KIT Includes: Four Great Activity Books, Colorful Crayons, Three Sheets of Stickers, and Punch-Out Play Characters.

There are many Dora the Explorer coloring and activity books. For a complete list, visit www.goldenbooks.com

RHCB Golden Books®

www.randomhouse.com/kids

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Two Paths of Play: Stories and Games

Players may choose the story mode or the activity mode. When plugged into the TV, players can choose the story path, then join in an adventure to try to help an animal in danger. Players can sing along with Dora, stop Swiper from swiping, and play three games on the way to help a lost animal. After they have rescued an animal, players join in a celebration at the Animal Rescue Center. Alternatively, when playing on the go or on the TV, players can go directly to the games and select the one(s) they want to play from the "Game" screen.

Learning at All Levels

Games that teach pre-reading and mathematics skills advance through three levels of difficulty. Each level increases in the complexity of both the skills being taught and the facility needed to play the games. In *Stepping Stones*, for example, players are asked to find the correct path through a series of mazes. They begin by 1) finding colors/colours, shapes, numbers, and letters or letter sounds to 2) following a common number, letter, or letter sound to 3) following a path of letter/number sequences.

How a Tutorial Works

The goal of a tutorial is to provide a strategy for breaking down a skill into its smaller parts. A tutorial is activated when the player presses the Hint button or gives several incorrect answers. In *Animal Rescue*, for example, the player will receive a hint showing the sequence they need to complete. The narrator then prompts the player to try again.

Learning on the go or on the TV!

Animal Match

HOW TO PLAY

Baby animals are all around Bushy Hill, but they're hidden from sight. Players listen along with Dora and Boots to match the sounds that baby animals make to the sounds their parent makes and reunite each baby with its parent.

WHAT'S BEING TAUGHT?

Auditory Discrimination: Noting similarities and differences among sounds.

Level 1: Players match distinctly different animal sounds that come from bats, bees, cats, cows, dogs, donkeys, ducks, frogs, horses, parrots, pigs and so on.

Level 2: Players match the same animal sounds based on the number of times they are repeated.

Level 3: Players match the same animal sounds based on the level of their pitch and their duration.

WHY IS THAT IMPORTANT?

Activities that develop a child's sense of hearing prepare him or her to distinguish differences in sounds. This skill is necessary for both reading and spelling. Children with the ability to discriminate between different sounds will find learning to read easier.

Stepping Stones

HOW TO PLAY

Crocodile Lake is filled with crocodiles, but Dora and Boots must get safely across! Using the arrow keys, players can help Dora find her way through mazes of stepping-stones by following paths of colors/colours, shapes, numbers and letters.

WHAT'S BEING TAUGHT?

Visual discrimination: Note similarities and differences among objects.

Letter Recognition/Letter Order: Identify and name alphabet letters, and recognize their order in the alphabet.

Numeration: Recognize numerals and make the connection between numerals and their numeric value; and order whole numbers.

Level 1: Follow the path to a specific color/colour and/or shape.

Level 2: Follow the path to a specific capital letter; a specific numeral from 1 to 10; a letter representing a specific sound; and a specific letter in either capital or lowercase form.

Level 3: Follow a path of letters or numbers; capital or lowercase letters; capital letters in ABC order; and consecutive numbers from 1 to 5.

WHY IS THAT IMPORTANT?

Visual discrimination is a key skill for young learners. Many children who are just beginning to learn their letters are confused by letters that look alike. The ability to distinguish between them becomes increasingly important as children learn to read and write.

Troll Bridge

HOW TO PLAY
Dora and Boots are stuck at Grumpy Old Troll's Bridge. To get across, they must solve Grumpy Old Troll's riddle and then match pairs of pictures, letters, numbers, sounds, and opposites to unlock the gates.

WHAT'S BEING TAUGHT?
Vocabulary: Understanding opposites.

Logical Reasoning: Using thinking skills to solve problem riddles.

Visual Memory/Spatial Relationships: Recognize and remember pictures that represent words and concepts.

Level 1: Players match 6 face up pairs using letters, numbers, shapes, colors/colours and opposites.

Level 2: Players match 6 face down pairs using number-to-groups, shapes and opposites.

Level 3: Players match 6 more difficult, face down pairs using first letter to word, rhyming words, antonyms, and spoken words to pictures.

WHY IS THAT IMPORTANT?
Puzzles build visual acuity and riddles foster good listening skills. Simple puzzles offer opportunities to develop a child's vocabulary through picture clues, while riddles build language skills through words that describe the riddle's subject. Memory games are a type of puzzle that can help children develop the visual memory skills needed for "sight words," number facts and other important flash card drills.

Animal Rescue

HOW TO PLAY
The bridge is broken, but Dora and Boots need to cross to help the animal on the other side. Using the arrow keys and the "A" button, players push pieces of the bridge into the holes in order to repair the bridge.

WHAT'S BEING TAUGHT?
Logical Reasoning/Pattern Completion: Using problem-solving skills to complete patterns of increasing complexity.
Visual Discrimination: Noting similarities and differences among shapes.
Spatial Relationships: Understanding the position of objects in relation to one another.

Level 1: Players determine which shapes fill in the "holes," and which colors/colours complete a simple pattern of stones.

Level 2: Players fill in one or two holes by choosing the letter or number that completes the sequence of stones.

Level 3: Players fill in two holes by determining which shapes, colors/colours, numbers and letters complete a sequence of stones.

WHY IS THAT IMPORTANT?
Pattern completion is a reasoning skill that children must apply to reading, spelling, and mathematics. In reading and spelling, patterns are completed when building word families by changing the first letter of a word. In mathematics, a child's ability to recognize patterns is key to understanding the number line.

Celebration

HOW TO PLAY
Players can participate in the celebration with Diego, Dora, and Boots by touching on various items on the *Celebration* screen. Hear songs, learn about animals and different parts of the day, and imitate animal movements and the sounds that animals make! When plugged into the TV, animal signs appear, allowing you to visit the animals you have rescued in the animal adventures and learn about 12 different environments.

WHAT'S BEING TAUGHT?
Music and Movement: Learning and singing songs; imitating animal sounds and movements.

Animal Facts: Learning about animal behavior; as well as animal habitats.

WHY IS THAT IMPORTANT?
Young learners are able to express their thoughts and feelings through music and movement. Music and movement are also important to a child's development. An introduction to natural science and animal habitats allows children to begin exploring science.

Unlock More Learning on the TV!

Dora the Explorer can be played on the go or on the TV. Plug your LEAPSTER L-MAX™ handheld into the TV and share the action with everyone in the room! When played on the TV, players will have access to three animal adventure paths.

Animal Adventures

Works only on TV

HOW TO PLAY

Dora and her cousin Diego need help. Some of the animals are in danger. Players must choose one of the animals and help it find its way back to the Animal Rescue Center where Diego works. Along the way, players use Map to find the path, play three different games to get to the animal, help Boots get a snack from Dora's backpack, and stop Swiper from swiping a treat.

WHAT'S BEING TAUGHT?

Plot: As part of their growing understanding and appreciation of stories, children learn narrative structure as they learn that stories have a beginning, a middle and an end—and that a problem is presented, confronted and resolved in these three parts.
Beginning: Problem
Middle: Attempts to solve problem
Ending: Solution

WHY IS THAT IMPORTANT?

To appreciate a story or tell a story of their own, children must learn that story events happen in a certain order. They learn that tension builds throughout the story (making it exciting!) and is ultimately resolved.

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Hours: Monday through Saturday, 5:00 AM to 7:00 PM, Pacific time.

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